DOCUMENT RESUME

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ABSTRACT

The objective of this board game is for players to travel to all the planets with the winner being the first to return to Earth. Students are required to use their knowledge of the planets for the game. (JRH)

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PLANET HOPPING

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NASA
National Aeronautics and Space Administration
Lewis Research Center
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A Gameboard for the Primary Student

PLANET HOPPING

A Gameboard for the Primary Student

NASA Lewis Research Center
Teacher Resource Center, MS 8-1
21000 Brookpark Road
Cleveland, OH 44135

Duplication of this material for classroom use is encouraged.

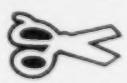
Planet Hopping

Object of Game: Travel to all the planets. The first to return to Earth or home wins.

Game Directions:
Spin the wheel and move the game piece the same number of spaces.
If you land on a circle, pick a card.
If you land on a triangle, hop to the next planet.

Teacher Directions:
Cut out game pieces.
Assemble number wheel.
Note: If you prefer, use the dice and game pieces from another game. Cut out cards. Select cards that are appropriate for your class.

Hitch a ride on a comet, skip two planets	Go to the planet farthest from the sun	Go to the planet closest to the sun
Hitch a ride on a comet, skip two planets	Go to the planet farthest from the sun	Lose a turn
Go to the planet closest to the sun	Go to the planet farthest from the sun	

Cut 

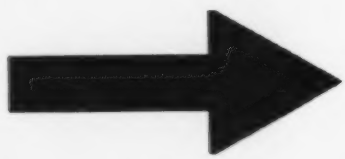
Go to the planet with the most moons

Cut

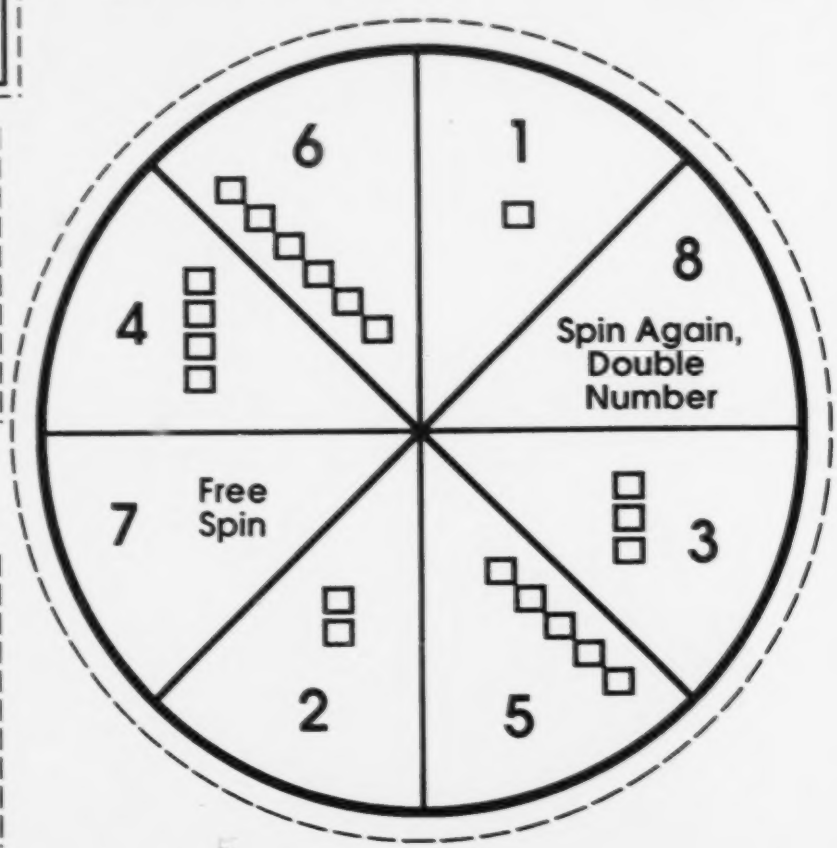
Go to the planet with life

Go to the red planet

1. Cut out wheel.
2. Cut out pointer
3. Use a brad to fasten pointer to wheel.



Lose a turn



Lose a turn

Go to the largest planet

Take another turn

Skip 4 spaces

Take another turn

Go to the next planet

Go to the planet with the most rings

Go to the largest planet

Go back 4 spaces

Go back 4 spaces

Go to the planet with the most rings

Go to the planet closest to the sun

Go to the next planet

Skip 4 spaces

Cut

Take another turn

Go to the planet closest to the sun

Lose a turn

Go to the planet farthest from the sun

Take another turn

Go back 4 spaces

Go to the planet with the most rings

Go back 4 spaces

Go to the largest planet

Skip 4 spaces

Skip 4 spaces

Go to the next planet

Hitch a ride on a comet, skip two planets

Cut

Go to the planet closest to the sun

Lose a turn

Go to the largest planet

Go to the planet farthest from the sun

Take another turn

Go to the next planet

Go to the planet with the most rings

Go back 4 spaces

Go to the largest planet

Skip 4 spaces

Go to the planet with the most rings

Go to the next planet

Hitch a ride on a comet, skip two planets

Go to the planet with the most moons

Go to the planet with the most moons

Go to the planet with the most moons

Go to the planet with life

Go to the planet with life

Go to the planet with life

Go to the red planet

Go to the red planet

Go to the red planet

Go to the planet with the most moons

Go to the red planet

Hitch a ride on a comet, skip two planets

Go to the planet with life

Go to the red planet

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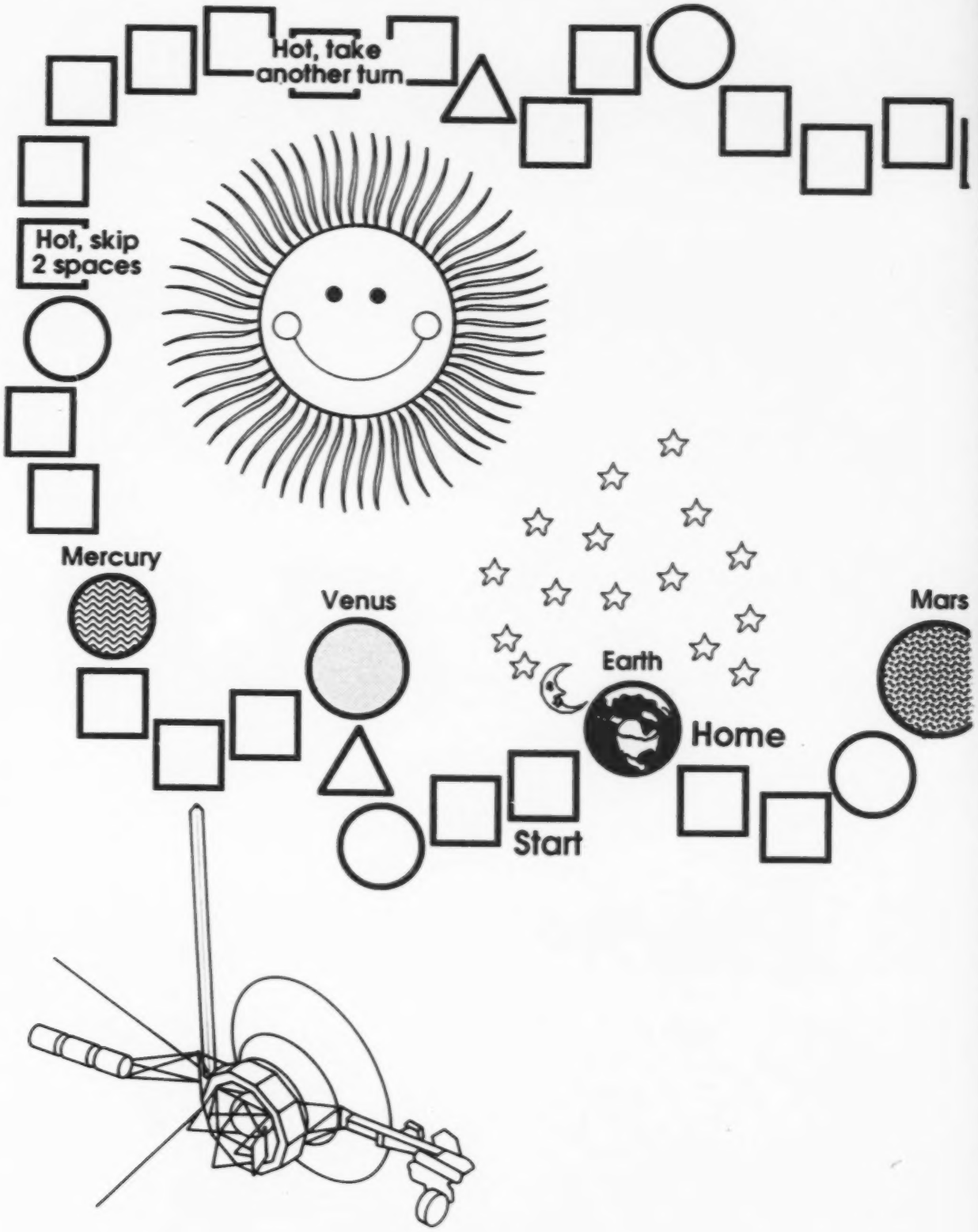
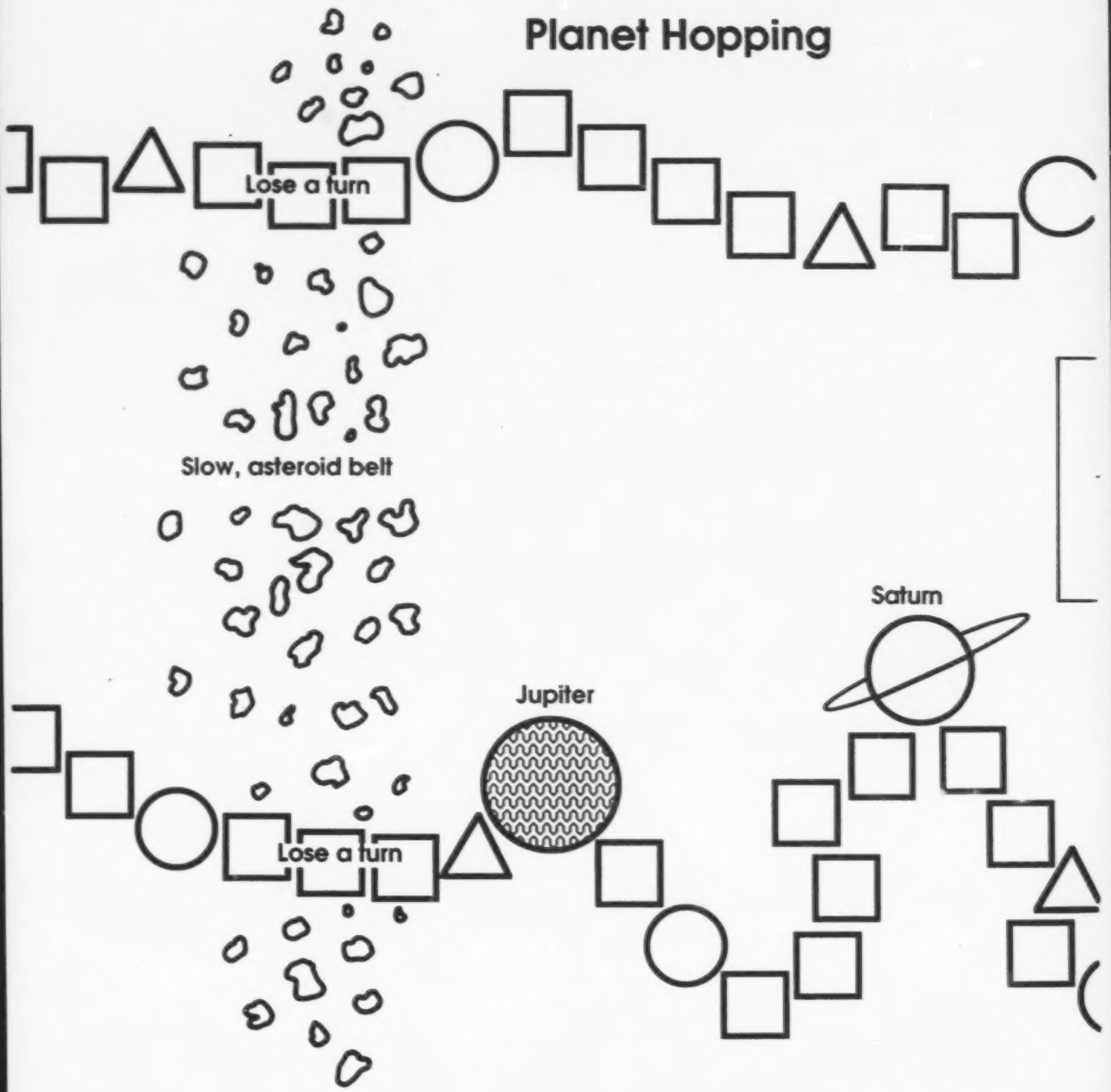
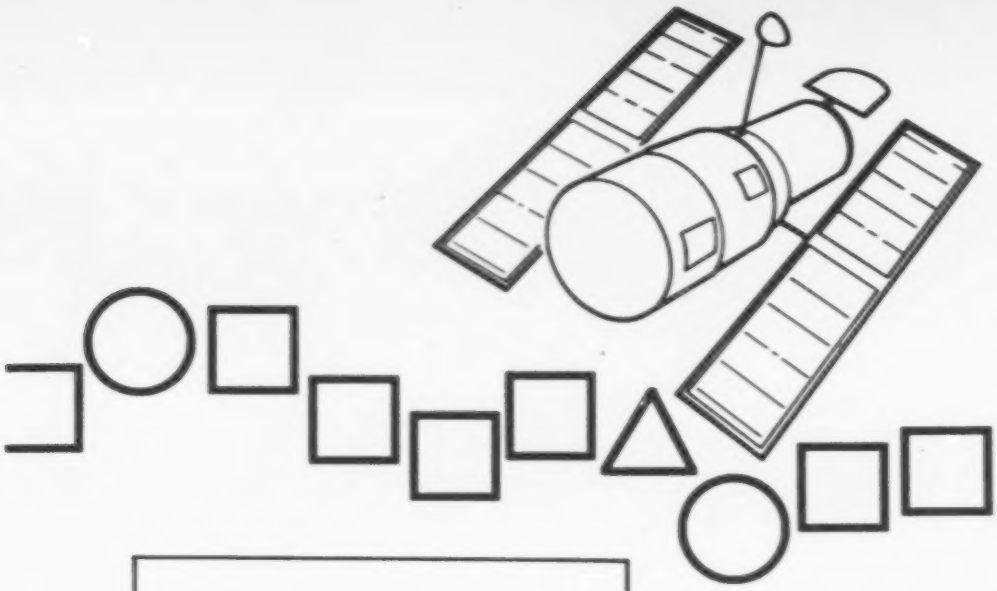

Hot, take another turn
Hot, skip 2 spaces
Mercury
Venus
Earth
Mars
Home
Start

Planet Hopping





Place cards here

Uranus

Neptune

Cold, slow down, lose a turn

Pluto

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